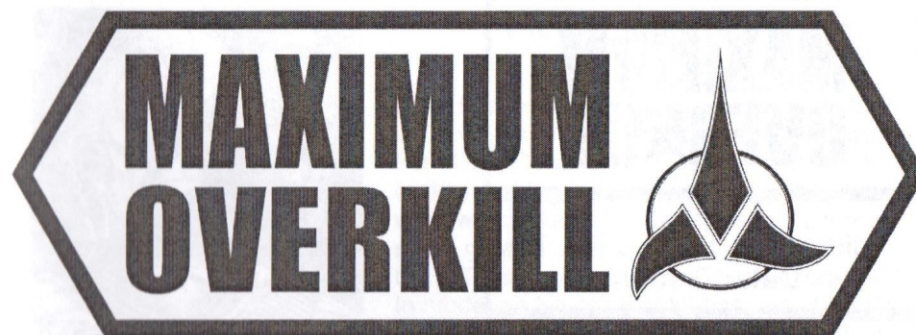
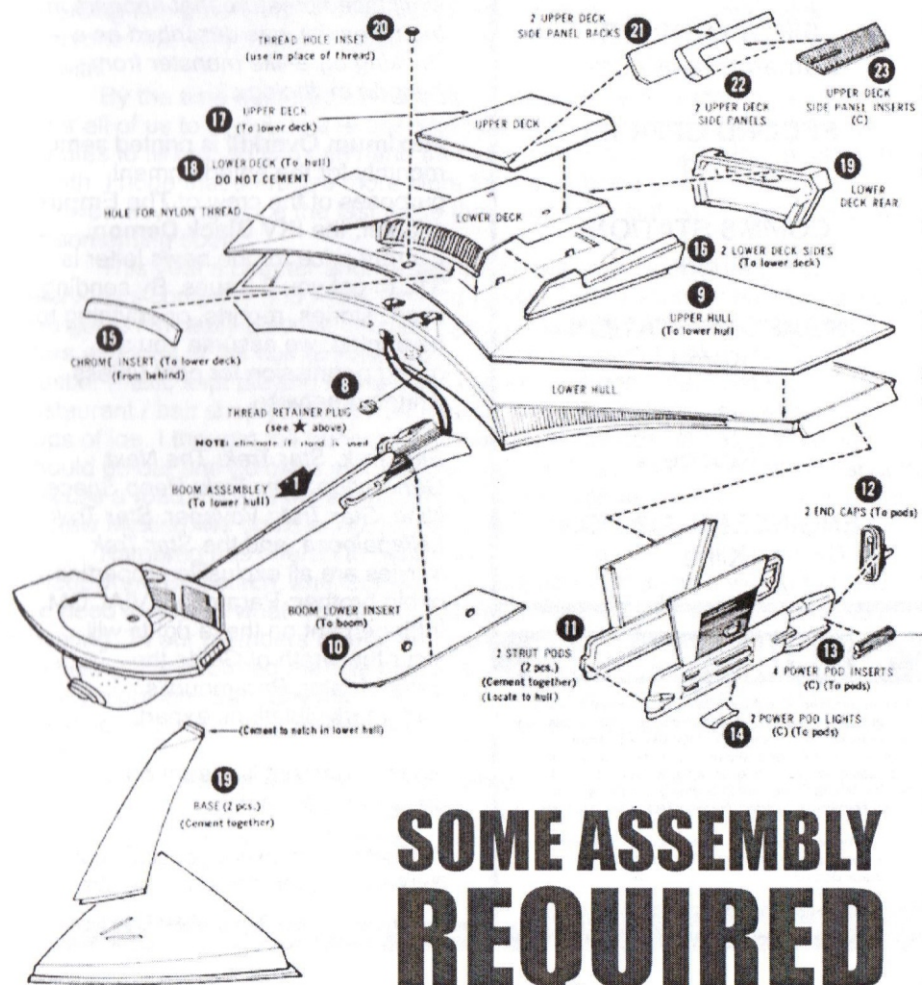




MAXIMUM OVERKILL
940 FM 1387 Midlothian, TX 76065



III No. 19 Date 10-15-97 III



MAXIMUM OVERKILL

Volume No. 1 Issue No. 19
Date 10-15-97

SHIP COMMANDER

Kahn vestai-Shar

FIRST OFFICER

Kamarag tai-K'norm

SECOND OFFICER

Torg

COMMS STATION

Khara

WEAPONS STATION

Koron

NAVIGATION

Krudge

ENGINEERS STATION

Kilrah

ATTENTION WARRIORS

Maximum Overkill is the official newsletter of the **IKV Black Demon** and is produced solely for the entertainment purposes for it's members. The **IKV Black Demon** is a chapter of **The Empire**. We are not responsible for any misleading ads, articles, or art work. By submitting art, articles, letters, or just about anything for print, you are giving permission to print. Personal letters are exempt.

All submissions should be sent so they arrive no later than the last weekend of the month. Send material to:
IKV Black Demon
c/o John Harrington
940 FM 1387 Midlothian, TX 76065



KLINGON FACTIOD:

According to the script for "The Way of the Warrior", the still unknown skull faced creature that appears in the holosuite was described as a "hulking ogre-like monster from Klingon mythology."

Maximum Overkill is printed semi monthly for the entertainment purposes of the crew of **The Empire** chapter, the **IKV Black Demon**. Current price for the news letter is \$12 to get you 6 issues. By sending in art, stories, reports, or anything to be printed, we assume you are giving permission for print unless written otherwise.

Star Trek, Star Trek: The Next Generation, Star Trek: Deep Space Nine, Star Trek: Voyager, Star Trek: Lollapalooza, and the Star Trek movies are all exclusive properties of big brother: Paramount/VIACOM. Infringement on these rights will incur the wrath of Guido the Exterminator, Paramount's trademark violations expert.

No infringement is meant on our part. tlhIngan maH!

Website: http://www.geocities.com/ikvblack_demon/demonhome.html

E-mail: IKVBlackDemon@HotMail.com



FROM THE CAP'N

nuqneH. Here we are issue (thumbs back through the pages) number nineteen. Nineteen? Really? Huh. Welcome! I hope you enjoy this issue then. We have a great issue this time around. A great article has been submitted by Kilrah (check page 5 or wait until after you have read this message), a coded message for you all to enjoy, and an article on our favorite past time, drinking!

I received word from High Command that they have granted our upgrade! While HC allows us to upgrade to the next "logical" size in contrast to our crew numbers. What HC doesn't tell us is what our ship can look like, that is up to us. We are a few numbers shy of upgrading to a K'tinga (as seen in the movies), but if we can recruit a few more bodies, we might actually get that upgrade. Until then, we will need to research what we want to upgrade to. In the next meeting I would like to see a few suggestions from you guys. Keep in mind that we want to keep the design as close to canon. There is a three nacelle destroyer in the FASA books, but I think it looks kinda funny. I'll bring all the material I have on hand so that we can research and decided what we want to represent the chapter on paper and in physical form (models).

There is going to be a Halloween parade at the end of the month and we have been invited to participate. While we don't really have the resources to build an pull a float for ourselves, the local Feddies (the *USS Dragonstarr*) has invited us to share their float. I think that would be a good thing to do since many people around here won't get that we are fans of Klingons from the TV show *Star Trek*, without the good guys being there. Since the parade route isn't very long, we should take turns marching beside the float to sneer and antagonize the parade watchers. I will provide more information at the next meeting.

You may also realize that there we haven't gone to the Dallas Fantasy Fair in a while. The truth is I got word that DFF has folded and is no longer going to be around. This is a shame as I and many of you have fond memories of their conventions since we started going in 1992. Hopefully there will be something closer for us all to attend in the near future. Until then it looks like most conventions will be held up towards Plano or Irving. I hope that Creation or Vulcon come a little more south to around were the DFF used to be held. If anyone hears of any future conventions (besides Project A-Con) let me know and I will post on our message board and bring them up at the following meetings. Until then, I hope to see you all guys at the meetings. Warg has issued a pizza eating challenge and I am one to oblige in this challenge. More in his article.

See you at the meetings!

~ "Unkle" Kahn

DEPT. REPORTS

After a vote from department heads, all Department Reports have been moved to our message board which can be found on Yahoo! You can gain access to the message board through our website:

http://www.geocities.com/ikvblack_demon/demonhome.html

The message board is set to private, so you will have to sign up to view the information. This is free to do.

There is also a thread on our message board discussing the pros and cons of continuing our newsletter. Over this past year, our Captain has been busy working at his new job and has been having a hard time trying to squeeze all of his free time to building a newsletter, making every meeting, organizing various activities for us to participate in and just hanging out. He has asked us to think about doing a paper newsletter maybe once a year in favor of using our website and message board to transmit information.

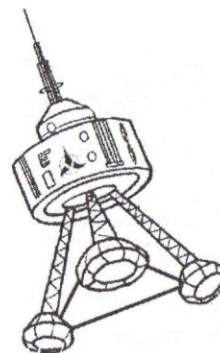
While it's easy to make a newsletter like the ones we read in our the early years of KAG, our captain utilized the computer to create nice clean newsletters that puts all of the others to shame. I personally like to write and am not as talented in the field of art like our captain, so I'm no volunteering to pike up the reigns. If any of you want to take over the task of building the news letter, please step up and make your voice heard. If no one wants to then Issue #20 will be the last issue of our regular newsletter production. Again, the captain is willing to make a holiday special for us to enjoy and distribute to fellow warriors.

By the time this issue is printed there will be a lengthy explanation from the captain about the situation in creating newsletters and such. I am sure there will be a discussion open about voting on whether we continue our 4 issue a year or cut it back to one. The captain and I hang out regularly and I have been told what goes into making an issue. Let's just say it's time consuming and I don't see how he doesn't get a headache doing it.

So drop by the message board and let your voice be heard. The captain has entertained the thought of an e-newsletter, but he doesn't think he'll be able to incorporate graphics in it and with internet connections as slow as they are, it might not be feasible.

KAI!

XO Kamarag tai-K'norm
IKV Black Demon



DEAD AIR

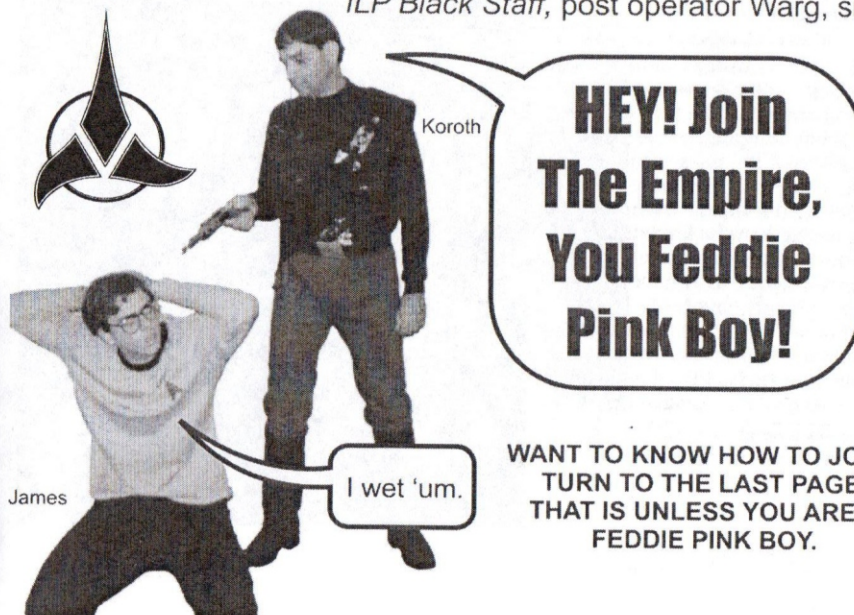
"In space, no one can hear you fart... except us."

Warg here. Well the semester is in full swing and I have a stack of Star Trek, Red Dwarf, MST3K, and Doctor Who shows to keep me occupied on school nights (Friday nights I'll be at the bar). My roommate is a pretty nice guy, he's into these shows, but thinks I'm a bit strange to dress up. That's alright. It looks like I may have hit a dead end (no pun intended) on the Z-Rock merchandise. I met a girl who knew who might have old stock, but I haven't seen her since a week

after we printed my last report. I'm sure she'll turn up with some info one of these days. The college campus has a video department that does various projects through out the year. I have already let them know about us and if they have any need for us, to let me know. I have given them the Cap'n's info as well incase they don't catch me on campus. There is talk of a small convention starting here on campus to showcase Sci-Fi, comics, and fantasy. I think this is still in discussion as no one really knows how to build a successful convention. I am going to attempt to sit in on a meeting (if it goes that far) to see how this plays out. I'll report once I know more.

So that's pretty much of what I have heard around here. I have contacted a few Intergalactic Klingon Empire members that were living in the area to see if they gather to do anything. I have not heard back from them yet, but I hope I do soon so I have something positive to report back.

ILP Black Staff, post operator Warg, singing off.



**HEY! Join
The Empire,
You Feddie
Pink Boy!**

**WANT TO KNOW HOW TO JOIN?
TURN TO THE LAST PAGE,
THAT IS UNLESS YOU ARE A
FEDDIE PINK BOY.**

KLINGON

FOR A DAY

*B-ball great James Worthy
stirs up some hoopla
as a guest on 'Star Trek:
The Next Generation'*

Until this guy showed up, no one has ever had to duck to get through the portals of the Starship Enterprise. But then, no guest star on *Star Trek: The Next Generation* has ever been 6-foot-9. "Does he really have to bend down to get through the doors?" asks Marina Sirtis, who plays Counselor Deanna Troi, craning her neck around a stage wall to see. "Look," she says, delighted, "he does!"

The towering man in question is the L.A. Lakers' star forward, James Worthy, a remarkable hoopster with stealthy moves, leonine grace, and a reputation as a gentle soul. But he has been transformed for this week's episode (syndicated; check local listings) into a surly, ferocious Klingon named Koral.

For those not fluent in the other-worldly language of *Star Trek*, Klingons—the ones who look on the outside the way most people feel on the inside when they're suffering a major Excedrin headache—are a race of honorable warriors. They are known for their loyalty, bravery, and brute strength. They are also known for their alarming appearance. "Other than our own Michael Dorn [who plays the charismatic Klingon known as

James Worthy Ferocious-looking as Koral, a Klingon mercenary.



REAR: ROBERTO VARGAS/ABC

Lt. Worf]," says Joy Zapata, one of a team of Emmy Award-winning *Star Trek* hair stylists, "I have never seen a better-looking Klingon than James Worthy. You know, Klingons are supposed to be big, dynamic, scary, overpowering. He's supposed to take the screen and he does."

Which comes as something of a surprise to those who have watched the soft-spoken Worthy quietly become one of the all-time basketball greats over the past 10 seasons: In Laker history, he's ranked third overall in steals, fourth in field goals, fifth in points, eighth in assists. But unlike some of his flashier counterparts, Worthy lets his stats speak for themselves.

"From what I know of him," says Jim Murray, sports columnist for the *Los Angeles Times*, "he'd be miscast as a Klingon." Because he isn't the ferocious-warrior type? "No, he's not," asserts Murray. "James Worthy is very gentlemanly. He is not scary. Well, I mean, he is if you're trying to guard him and he's got the basket-



No. 42 in a Lakers game against the Phoenix Suns.

ball. Now *that's* scary."

This eye-catching role must be something of a relief to Worthy, who made national headlines in 1990 when he was arrested and pled no contest to charges of soliciting prostitution. He was fined \$1,000 and ordered to perform 40 hours of community service.

So, right now, Worthy's big concern is being a worthy Klingon—and all his years developing basketball finesse haven't helped. "When you're used to speed and beating someone in a footrace," he says, "it's very difficult to take six seconds to say three words." Worthy pauses, shaking his head.

"Acting is tough."

Worthy says that working with the crew of the Enterprise—especially with Patrick Stewart, who plays Capt. Jean-Luc Picard—was intimidating. "I got to watch him do the last shot of the day, and it was just overwhelming," says Worthy, searching his memory bank for the proper comparison. "It was like seeing Lew Alcindor for the first time, or rather Kareem [Abdul-Jabbar]. The guy is just great."

So after his *Trek* experience, will Worthy give up basketball to tread the boards? "No," he replies immediately, "I think I'll keep my day job." The star forward takes one last look at his fierce-looking, mighty self in the mirror, admiring the newly flared nostrils, the bony, ridged forehead, and the enormous wig, a dreadlock masterpiece. "But I'd love to wear this on the court."

—Deborah Starr Seibel



Makeup artist **Hank Eds** evens out skin tones on his new Klingon, who endured three hours in the chair for his brief acting stint.

TV GUIDE OCTOBER 16, 1993

31

tlhutlh!

(Drink)

What good is a home bar if you don't have the proper tools?

I recently picked up a book that I covered a few issues ago (see *issue # 15*). What I didn't mention was the chapter on creating a great home bar. Before you start buying liquor to fill your cabinet, you need to stock up on the correct drinkware. Now, you don't have to go all out and buy glassware to hold a party, but having at least two of each glass or items would do. Let the less sophisticated drinkers get drunk from plastic cups, you are a warrior and a warrior honors his drinks. Now, if you are at a party and someone offers you free booze in a plastic cup, graciously take it. There is never any honor in refusing a free drink.

There are hundreds if not thousands of books that can tell you what you need for your bar, and I will touch on a few major essentials in a moment. But you may want to thumb through them and take a few mental notes on what you need to look for. My number one rule in searching for items is not never pay for full price. Drinking is a hobby and combined with many other of my hobbies, my dollar has to stretch. This doesn't mean I buy cheap booze, I get what I like and I try to broaden my pallet when I can. But that's another story.

The best place I have found for barware is the local thrift store. You can easily start your way on the road to a good host by starting with the smallest item, the shot glass. Now it's up to you what type of shot glass you want as they come in many shapes and have different prints on them. Pick what calls to you. The standard shot glass should never cost you more than a dollar. Sometimes the more taller shot glasses, even though they hold the same amount, cost a bit more. There is also a heavier shot glass (it can be found with a white pour line around the edge) they are similar in style as an old fashion glass. Old fashioned glasses should be next on your list, then followed by pony glasses, high ball glasses, martini glasses, wineglasses, and champagne flutes.

Those are just a sample of what you need to look for. If you aren't into liquor or wine and are just a regular beer drinker there are many glasses you can collect to make drinking enjoyable for you as well. There are handled and non handled beer mugs. If you are looking for handled mugs you will find the traditional American style beer mug or the traditional UK style "pint" mug. I prefer the UK style mug because it reduces the head of the beer faster than the taller, America cousin. BTW all beer mugs *should* hold a pint or one



(continued from page 7)

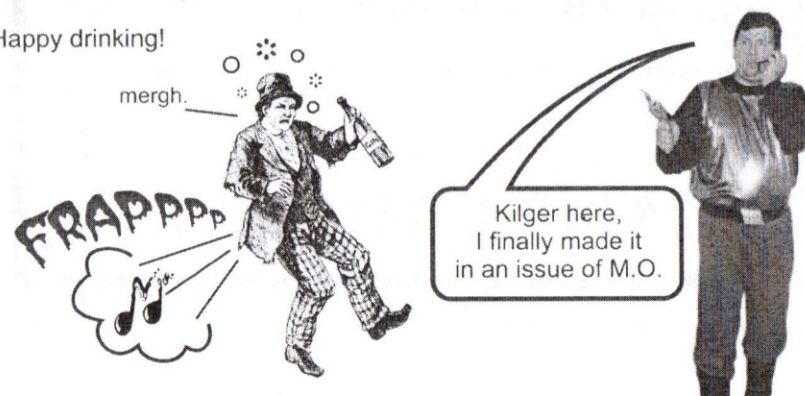
bottle or can of beer. Sometimes you will get more or less from the can or bottle. It depends and you'll have to check the label for the correct contents. There is also non handled glasses, usually called pilsner glasses. These glasses are tall and flared at the top to help reduce the head of beer. Then again, it's all in the pouring to reduce the head. There is also your regular pint glass. There are two types you can get, the straight sided or the one with a "bulge" around the upper part (seen mainly in the UK). The one with the bulge was made to make stacking wet pint glasses easier for air to circulate inside them and also reduces the rate of cracked brims. I personally like the UK version because the bulge is great to hold onto so you don't warm your beer up with your hand (if you are holding your beer). I also found that bulge helps with the head issue.

You will also need to look for various types of "tools" you'll need for your home bar as well. Some of these are a bottle opener, shaker, seltzer bottle, ice bucket with tongs, zester, jigger, blender, and measuring cup. To touch on the measuring cup, normally you can use a shot glass (which will hold 1oz.), but sometimes you need a small measuring cup for larger groups.

I can go on an on when it comes to what you need and don't need in a bar, but I would rather just point you to a few books that will help out. As I mentioned, I picked up the book *What, When, Where and How to Drink* by Richard L. & David Myers William. But another one you should pick up is the *Playboy's Host and Bar Book* by Thomas Mario. Yes, it's endorsed by *Playboy* magazines. No, there are no naked women in it. But the book is a wealth of information when it comes to recipes, but the first part of the book tells you not only how to stock a home bar, but also the difference in liquors and liqueurs. I found the section about the different types of whiskey and bourbon very interesting. The first book is a really good one to have, but you may find that some of the drink recipes are dated in who it's named after and how they are laid out in terms.

If you have an internet connection at home or at your job, you can also look around for any bartending or home bar web sites that could give you about the same information. If you find one you'd like to share, please speak up at the next meeting and I'll post the info in the next issue and in our message board.

Happy drinking!



THE IMPERIAL FUN PAGE!



CAN YOU DECIPHER THE KLINGON TRANSMISSION?

17·12·18·13 7·19·22 22·14·11·18·9·22

8·11·12·24·16 8·6·24·16·8 24·12·24·16

16·18·9·16 18·8·26 17·22·9·16

10·26·11·15·26

7·15·19·13·20·26·13 14·26·19

25·12·13·7 21·12·9·20·22·7 7·12

23·9·18·13·16 2·12·6·9 25·15·12·12·23·4·18·13·22

CODE KEY

26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1
A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

THE LAST PAGE



If you wish to write to learn more about The Empire, subscribe to Maximum Overkill (info on inside page) or you can send a SASE and write directly to:

THE EMPIRE
P.O. BOX 4514
AKRON, OH 44310-0514

(Internet site coming soon.)

Tell them "Unkle Kahn sent me."

SUPPORT YOUR LOCAL SHOPS

Lone Star Comics
511 E Abram St
Arlington, TX
(817) 860-7827

Cosmic Comic & Cards
728 E Marshall Dr
Grand Prairie
(972) 264-0617

Starlog
Parks Mall
Arlington, TX

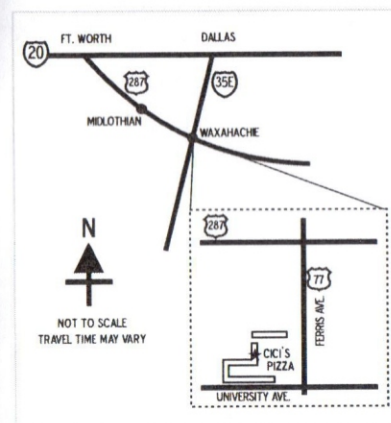
Good Time Charlies Antiques & Comics
114 W Knox St
Ennis, TX 75119
(972) 875-9737

Duncanville Books & Comics
101 W Camp Wisdom Rd, Ste J,
Duncanville, TX
(972) 298-7546

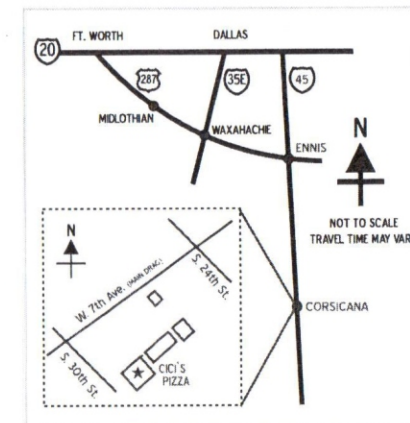
Lost Horizon Adventures
College Park Mall
Corsicana, TX



MEETING LOCATIONS



Every Third Sunday 2-4pm.



Every Fourth Sunday 2-4pm.